Design and Technology Progression KS2 Probus School

	Reception	Year 1 and 2
Food	Beginning to understand some of the tools, techniques and processes involved in food preparation. E.g. taking turns stirring the mixture for a cake and then watching it rise while cooking. Children should practise stirring, mixing, pouring and blending ingredients during cookery activities. Practise basic hygiene skills when handling and preparing food.	Be aware of the Eatwell Plate Know about 5 portions fruit/veg Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales. Assemble or cook ingredients. Understand where food comes from (plants/animals) and that it has to be farmed, grown, and caught.
Materials	Show an awareness of how to be safe using tools. Begin to show a range of techniques and tools to shape materials such as scissors or tearing. Begin to join materials using a variety of tools and techniques such as Sellotape, glues, string and consider which is the most suitable for the task.	Cut materials safely using tools provided. Measure and mark out to the nearest centimetre. Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). Select from a range of tools and equipment.
Textiles	Show an awareness of how to be safe using tools. Explore texture, quality and print of materials and discuss their suitability to a task. Begin to understand a variety of techniques for decorating textiles such as printing or tie dying.	Shape textiles using templates. Join textiles using running stitch. Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). Select from a range of materials and components according to characteristics.

Electricals and electronics	Show an understanding of which devices need electricity/battery to enable them to operate	Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage)
Computing	Begin to use an age related program to design/draw models	Model designs using software Develop and communicate ideas using computing.

Design and Technology Progression KS2 Probus School

Construction	Learning to construct with a purpose in mind, use scissors, glue, string and a hole punch or construction resources such as Lego or wooden bricks	Use materials to practice drilling, screwing, gluing and nailing materials to make and strengthen products.
Mechanics	Use age appropriate resources such as Lego or cogs and gears to create moving parts	Create products using levers, wheels and winding mechanisms. Use sliders and axles.
To design, make, evaluate and improve	Discuss reasons that make activities safe or unsafe, for example hygiene, electrical awareness, and appropriate use of senses when tasting different flavourings. Discuss how they may have adapted their work for a different purpose. Start to record experiences by, for example, drawing, writing and making a model.	Design products that have a clear purpose and an intended user. Make products, refining the design as work progresses. Use software to design. Model ideas by making templates and drafts Use simple design criteria to develop their ideas. Use finishing techniques. Suggest how their products could be improved.
Take inspiration from design throughout history	Recreate own models of objects they may have experienced such as vehicles or buildings.	Explore objects and designs to identify likes and dislikes of the designs. Suggest improvements to existing designs. Explore how products have been created

		How free-standing structures can be made stronger, stiffer and more stable.